

## **IN THE CLAIMS:**

The following listing of claims is provided for reference. No amendments have been made.

1-81. (Cancelled)

82. (Previously Presented) A computer readable memory medium comprising program instructions, wherein the program instructions are executable by a processor to:

display a function node in a graphical program on a display, wherein the graphical program comprises a plurality of nodes and connections between the plurality of nodes, wherein the plurality of connected nodes visually indicate functionality of the graphical program, and wherein the function node is executable in the graphical program to perform a first function;

display a function specific property node in the graphical program on the display, wherein the function specific property node is specific to the first function, wherein the function specific property node comprises a plurality of properties of the first function;

associate the function specific property node with the function node;

display the plurality of properties on the display; and

receive user input selecting one or more of the plurality of properties;

wherein the selected one or more properties are accessible during execution of the graphical program.

83. (Previously Presented) The memory medium of claim 82, wherein the property node is statically typed to correspond to the function node.

84. (Previously Presented) The memory medium of claim 82, wherein the function specific property node visually indicates the association with the function node.

85. (Previously Presented) The memory medium of claim 82, wherein, during execution of the graphical program, the function specific property node is executable to:

receive input specifying a modification to at least one of the one or more properties; and

modify the at least one of the one or more properties in response to the input to configure the function node to perform the first function, wherein, after said modifying, the function node is executable in the graphical program to perform the first function in accordance with the modified at least one of the one or more properties.

86. (Previously Presented) The memory medium of claim 82, wherein, prior to said displaying the plurality of properties on the display, the program instructions are further executable to:

display one or more filtering options for available properties of the function node, wherein the available properties include the plurality of properties; and

receive user input indicating a first filtering option of the one or more filtering options, wherein said displaying the plurality of properties is performed in accordance with the first filtering option.

87. (Previously Presented) The memory medium of claim 82, wherein, during execution of the graphical program, the program instructions are executable to:

read at least one of the plurality of properties from the function node; and  
provide the at least one property to a graphical program element comprised in the graphical program.

88. (Previously Presented) The memory medium of claim 87, wherein the graphical program element comprises a GUI, wherein the GUI is operable to display the at least one property during execution of the graphical program.

89. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a timing node, operable to provide timing functionality for the graphical program; and  
wherein the function specific property node comprises a timing property node.

90. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a triggering node, operable to provide triggering functionality for the graphical program; and  
wherein the function specific property node comprises a triggering property node.

91. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a read node, operable to provide data acquisition (DAQ) functionality for the graphical program; and  
wherein the function specific property node comprises a read property node.

92. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a write node, operable to provide signal generation functionality for the graphical program; and  
wherein the function specific property node comprises a write property node.

93. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a channel creation node, operable to create a channel for the graphical program; and  
wherein the function specific property node comprises a channel property node, operable to access channel properties of the created channel.

94. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a calibration information data structure that is operable to provide calibration information for a device used by the graphical program; and  
wherein the function specific property node comprises a calibration information property node.

95. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises an export signal data structure that is operable to provide export signal data for the graphical program; and

wherein the function specific property node comprises an export signal property node.

96. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a switch channel specification for the graphical program; and  
wherein the function specific property node comprises a switch channel property node.

97. (Previously Presented) The memory medium of claim 82,  
wherein the object comprises a switch scanning task specification for the graphical program; and  
wherein the function specific property node comprises a switch scan property node.

98. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a scale specification for the graphical program; and  
wherein the function specific property node comprises a scale property node.

99. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a data structure storing software configuration information for a host computer system; and  
wherein the function specific property node comprises a system property node.

100. (Previously Presented) The memory medium of claim 82,  
wherein the function node comprises a data structure that stores general task information, including one or more of:

- a task name;
- one or more channel names;
- a number of channels; or

a task status indicator; and  
wherein the function specific property node comprises a task property node.

101. (Previously Presented) The memory medium of claim 82,  
wherein the function node represents a hardware device; and  
wherein the function specific property node comprises a device property node.

102. (Previously Presented ) A system, comprising:  
a processor; and  
a memory medium coupled to the processor, wherein the memory medium stores program instructions executable by the processor to:  
display a function node in a graphical program on a display, wherein the graphical program comprises a plurality of nodes and connections between the plurality of nodes, wherein the plurality of connected nodes visually indicate functionality of the graphical program, and wherein the function node is executable in the graphical program to perform a first function;  
display a function specific property node in the graphical program on the display, wherein the function specific property node is specific to the first function, wherein the function specific property node comprises a plurality of properties of the first function;  
associate the function specific property node with the function node;  
display the plurality of properties on the display; and  
receive user input selecting one or more of the plurality of properties;  
wherein the selected one or more properties are accessible during execution of the graphical program.